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be apparent that certain changes and modifications may be practiced within the scope of the appended claims. For instance, while the gaming machines of this invention have been depicted as upright models having top box mounted on top of the main gaming machine cabinet, the use of gaming devices in accordance with this invention is not so limited. For example, gaming machine may be provided without a top box or the gaming machine may be of a slant-top or table top design.

What is claimed is:

1. A player tracking unit comprising:

a front panel;

a display coupled to the front panel for dynamically displaying at least player tracking information;

one or more of illumination devices coupled to the front panel and adjacent to said display for conveying information related to functions of the player tracking unit wherein the one or more illumination devices are operable to convey information for a game player on a gaming machine and wherein the one or more illumination devices surround a portion of a perimeter of the display;

one or more of the following player tracking interface devices coupled to the front panel: a card reader, a keypad, a bonus button, a function button, a microphone, a sound projection device, a camera, a wireless interface device, a proximity sensor and a finger print reader; and

a logic device designed or configured 1) to communicate with the display, the one or more player tracking interface devices, a master gaming controller that controls a game played on a gaming machine and a player tracking server and 2) to control illumination of said illumination devices in a manner visually communicating gaming information.

2. The player tracking unit of claim 1, further comprising: a translucent cover over said illumination devices.

3. The player tracking unit of claim 1, wherein the translucent cover is one or more colors.

4. The player tracking unit of claim 1, wherein said one or more illumination devices are provided by light emitting diodes.

5. The player tracking unit of claim 4, wherein said one or more illumination devices are multi-color light emitting diodes.

6. The player tracking unit of claim 1, wherein the one or more illumination devices substantially surround the display.

7. The player tracking unit of claim 1, wherein there are multiple illumination devices and the logic device is designed or configured to independently illuminate each individual illumination device.

8. The player tracking unit of claim 7, wherein each of the illumination devices is illuminated in a time varying pattern to visually communicate the gaming information.

9. The player tracking unit of claim 1, further comprising a lamp controller designed or configured to provide voltage signals to said one or more of illumination devices.

10. The player tracking unit of claim 1, wherein said one or more of the illumination devices is illuminated in response to a game event generated from at least one of a) the game played on the gaming machine, b) the game played on one or more gaming machines connected to the gaming machine, c) a remote gaming device.

11. The player tracking unit of claim 10, wherein the one or more player tracking interface devices comprises the

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sound projection device and wherein a sound is projected from the sound projection device in response to the game event.

12. The player tracking unit of claim 1, wherein one or more of the illumination devices is illuminated in response to a bonus game event generated from at least one of a) the game played on the gaming machine, b) a game played on one or more gaming machines connected to the gaming machine, c) a remote gaming device.

13. The player tracking unit of claim 12, wherein the one or more player tracking interface device comprises the sound projection device and wherein a sound is projected from the sound projection device in response to the bonus game event.

14. The player tracking unit of claim 1, wherein the one or more player tracking interface devices comprises the proximity sensor and wherein the one or more of the illumination devices is illuminated in response to a signal generated from the proximity sensor.

15. The player tracking unit of claim 1, wherein one or more of the illumination devices is illuminated to indicate a status of a card inserted in the card reader.

16. The player tracking unit of claim 15, wherein the one or more player tracking interface devices comprises the sound projection device and wherein a sound is projected from the sound projection device to indicate the status of a card inserted in the card reader.

17. The player tracking unit of claim 16, wherein the sound is a voice message.

18. The player tracking unit of claim 16, wherein the card status is an invalid card, an abandoned card or an incorrectly inserted card.

19. The player tracking unit of claim 1, wherein one or more of the illumination devices is illuminated to indicate a special status, of a player.

20. The player tracking unit of claim 1, wherein the one or more player tracking interface devices comprises the sound projection device and wherein a sound is projected from the sound projection to indicate a special status of a player.

21. The player tracking unit of claim 1, wherein one or more of the illumination devices is illuminated to indicate at least one of 1) an amount of credits earned by a player during a game play session on the gaming machine or 2) a level earned by the player during a game play session on the gaming machine.

22. The player tracking unit of claim 1, wherein one or more of the illumination devices is illuminated to indicate a service request by a player.

23. The player tracking unit of claim 22, wherein the service request is a drink request.

24. The player tracking unit of claim 1, wherein one or more of the illumination devices is illuminated to indicate a status of a gaming device located on the gaming machine.

25. The player tracking unit of claim 24, wherein the gaming device is a hopper, a drop door or a printer.

26. The player tracking unit of claim 1, wherein one or more of the illumination devices is illuminate to indicate a status one or more of the player tracking interface devices located on said player tracking unit.

27. The player tracking unit of claim 1, wherein one or more of the illumination is illuminated to indicate that a jackpot is pending.

28. The player tracking unit of claim 1, wherein one or more of the illumination devices is illuminated to indicate an error condition on the gaming machine.

29. The player tracking unit of claim 1, wherein the player tracking unit comprises gaming information that has been